

STRONG PERFORMANCE OF MOUSE: P.I. FOR HIRE CONTINUES



PlaySide Studios Limited (ASX: PLY) ("PlaySide" or the "Company") is pleased to provide an update on the continued strong performance of MOUSE: P.I. For Hire and to upgrade the Company's revenue guidance for the financial year ending 30 June 2026 (FY26).

KEY HIGHLIGHTS

- **Sales Volume:** MOUSE: P.I. For Hire has sold approximately 730,000 units across all platforms since launch. Console units have increased to 50% of total units sold as the title retains significant visibility on console storefronts.
- **Financial Performance:** Estimated gross platform sales of US\$21.4m (~A\$29.7m) since launch.
- **Net Revenue to PlaySide (before royalties):** Approximately US\$13.0m (~A\$18.1m) in reported revenue (gross platform sales less platform fees, VAT and returns) generated since launch.
- **Wishlist Growth:** Total wishlists across all platforms have grown to 3.0m, up from 2.08m at the time of the previous market update and 1.73m at launch, providing a continued strong pipeline for ongoing conversion.
- **Player Reception:** MOUSE holds a 'Very Positive' rating on Steam with a 94% review score, and continues to maintain near-perfect scores on the PlayStation Store and Xbox Marketplace.
- **Cash Flow Profile:** As previously disclosed, the Company's publishing arrangement for MOUSE: P.I. For Hire prioritises the recovery of PlaySide's milestone payments, publishing and marketing costs from initial sales. These expenses have now been recouped, and continued strong sales performance is expected to support meaningful near-term cash inflows.

UPGRADED FY26 REVENUE GUIDANCE

Based on the current performance of MOUSE: P.I. For Hire, PlaySide now expects FY26 revenue to be in the range of A\$50m to A\$53m. This compares to the Company's prior guidance that FY26 revenue would exceed FY25 reported revenue of A\$48.7m. The upgrade primarily reflects stronger-than-expected unit sales and ongoing wishlist conversion of MOUSE: P.I. For Hire across PC and console platforms, and has been achieved despite the delayed launch of the title and the absence of major External Project wins during the year to date.



"The continued performance of MOUSE: P.I. For Hire has been really pleasing and reflects the strength of the IP, the quality and persistence of effort from all teams, and the depth of player and social engagement we are seeing across every platform. The upgrade to FY26 revenue guidance reflects both the title's launch trajectory and our confidence in its ongoing commercial performance. We remain focused on supporting the title across its full lifecycle while continuing to execute against our broader publishing and development pipeline for Game of Thrones: War for Westeros, the Dumb Ways franchise and Dew."

BENN SKENDER, PLAYSIDE STUDIOS CEO

ABOUT

PlaySide Studios

AUSTRALIAN VIDEO GAME DEVELOPER AND PUBLISHER

PlaySide Studios Limited ("PlaySide") develops video games for multiple platforms including PC, Console, mobile, virtual reality and mixed reality, with a portfolio of approximately 60 titles. The Company publishes its own games based on original intellectual property, as well as providing end-to-end game development services in collaboration with AAA game studios and major technology and entertainment companies such as Activision Blizzard, Meta, Netflix Games and Take Two Interactive. It also has a Publishing arm which provides funding, development support, marketing and publishing of third-party games from smaller independent studios.

PlaySide was incorporated in 2011 and is headquartered in Port Melbourne, Australia. Its shares are publicly traded on the Australian Securities Exchange under the code PLY.

Release approved by the Chairman on behalf of the board.

To receive business updates and investor information from PlaySide register your details here:

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